

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method for remote data backup and restoration, the method comprising:

storing a track into a memory of a digital entertainment unit, wherein the track includes media content and wherein the track is provided by a content provider;

creating a signature tag that identifies the track that is stored in the memory of the digital entertainment unit and that identifies the digital entertainment unit;

wherein the signature tag comprises a first part including information about a customer, digital entertainment unit, and source of the track;

transmitting the signature tag to a destination address;
and

repairing the digital entertainment unit at a facility that is associated with the destination address;

authenticating the track based upon the signature tag which identifies the track that is stored in the memory of the digital entertainment unit; and

loading replacement media content from a server at the facility into the digital entertainment unit, wherein the replacement media content is identified by the signature tag.

Claim 2 (previously cancelled)

Claim 3 (previously cancelled)

Claim 4 (previously presented): The method of claim 1, wherein the first part of the signature tag comprises at least one of a unique file name, ID3 data, information related to the digital entertainment unit, customer information, and authentication identifier.

Claim 5 (Original): The method of claim 4, wherein the ID3 data is obtained from a stored MP3 file that includes the track.

Claim 6 (Original): The method of claim 1, wherein the signature tag comprises:
a second part including content information about the track.

Claim 7 (original): The method of claim 6, wherein the content information is obtained from a third party service.

Claim 8 (original): The method of claim 6, wherein the content information comprises album data and track data.

Claim 9 (Original): The method of claim 1, wherein the signature tag comprises:
a header including a destination address for the signature tag.

Claim 10 (previously presented): The method of claim 1, further comprising:

storing the signature tag at a server with the destination address.

Claim 11 (Original): The method of claim 10, wherein the signature tag is stored in a customer account folder in the server, and wherein the customer account folder is associated with an owner of the digital entertainment unit.

Claim 12 (currently amended): The method of claim 1, further comprising:

 sending the digital entertainment unit to the ~~a repair~~ facility for repair if the digital entertainment unit is subject to failure.

Claim 13 (currently amended): The method of claim 1, further comprising:

 if the track has been authenticated, then ~~restoring the track~~ loading the replacement media content into the memory of the digital entertainment unit after repairing the digital entertainment unit.

Claim 14 (currently amended): The method of claim 13, wherein the ~~authenticated track~~ replacement media content is obtained from a content owner by use of a communication line from a facility of the content owner to ~~a~~ the server that is associated with the destination address.

Claim 15 (currently amended): The method of claim 13, wherein the ~~authenticated track~~ replacement media content is obtained from ~~a~~ the server after checking the signature tag.

Claim 16 (currently amended): An apparatus for remote data backup and restoration, the apparatus comprising:

a digital entertainment unit configured to store a track, to create a signature tag that identifies the track that is stored in the digital entertainment unit and that identifies the digital entertainment unit, and to transmit the signature tag to a destination address, wherein the track includes media content, and wherein the signature tag comprises a first part including information about a customer, digital entertainment unit, and source of the track; and

wherein the digital entertainment unit is repaired at a facility that is associated with the destination address and replacement media content is loaded from a server at the facility into the digital entertainment unit, wherein the replacement media content is identified by the signature tag.

Claim 17 (currently amended): The apparatus of claim 16, wherein the digital entertainment unit further comprises:

a processor;

a memory; and

a tag module that is executable by the processor, wherein the tag module is configured to create the signature tag that is associated with the track stored in the memory and to transmit the signature tag to the a-repair facility for repairing the digital entertainment unit.

Claim 18 (previously presented): The apparatus of claim 16, wherein the track is authenticated at the a-repair facility based upon the signature tag.

Claim 19 (previously cancelled)

Claim 20 (previously cancelled)

Claim 21 (previously presented): The apparatus of claim 16, wherein the first part of the signature tag comprises at least one of a unique file name, ID3 data, information related to the digital entertainment unit, customer information, and authentication identifier.

Claim 22 (Original): The apparatus of claim 21, wherein the ID3 data is obtained from a stored MP3 file that includes the track.

Claim 23 (Original): The apparatus of claim 16, wherein the signature tag comprises:

a second part including content information about the track.

Claim 24 (Original): The apparatus of claim 23, wherein the content information is obtained from a third party service.

Claim 25 (Original): The apparatus of claim 23, wherein the content information comprises album data and track data.

Claim 26 (Original): The apparatus of claim 16, wherein the signature tag comprises:

a header including a destination address for the signature tag.

Claim 27 (previously presented): The apparatus of claim 16, wherein the signature tag is stored at a server in a repair facility.

Claim 28 (Original): The apparatus of claim 27, wherein the signature tag is stored in a customer account folder in the server, and wherein the customer account folder is associated with an owner of the digital entertainment unit.

Claim 29 (previously presented): The apparatus of claim 16, wherein the digital entertainment unit is sent to the ~~a repair~~ facility for repairing if the digital entertainment unit is subject to failure.

Claim 30 (currently amended): The apparatus of claim 16, wherein if the track has been authenticated, then the ~~track~~ replacement media content is ~~restored~~ loaded into the memory of the digital entertainment unit after repairing the digital entertainment unit.

Claim 31 (currently amended): The apparatus of claim 30, wherein the ~~authenticated-track~~ replacement media content is obtained from a content owner by use of a communication line from a facility of the content owner to a repair facility.

Claim 32 (currently amended): The apparatus of claim 30, wherein the ~~authenticated-track~~ replacement media content is obtained from a the server after checking the signature tag.

Claim 33 (currently amended): An apparatus for remote data backup and restoration comprising:

means for storing a track into a memory of a digital entertainment unit, for creating a signature tag that identifies the track that is stored in the memory and that identifies the digital entertainment unit, and for transmitting the signature tag to a destination address, wherein the storing means is repaired at a facility that is associated with the destination address and replacement media content is loaded from a server at the facility into the storing means, wherein the replacement media content is identified by the signature tag.

Claim 34 (currently amended): An article of manufacture, comprising:

a machine-readable medium having stored thereon instructions to permit a digital entertainment unit to perform the steps comprising:

store a track into a memory of the digital entertainment unit;

~~create~~ing a signature tag that identifies the track that is stored in the memory of the digital entertainment unit and that identifies the digital entertainment unit; ~~and~~

~~transmitting~~ the signature tag to a destination address; and

load replacement media content from a server associated with the destination address into the digital entertainment unit, wherein the replacement media content is identified by the signature tag.

Claim 35 (currently amended): A method for remote data backup and restoration, the method comprising:

loading a track into a memory of a digital entertainment unit (DEU);

creating a signature tag that identifies the track that is loaded by a customer into the memory of the digital entertainment unit and that identifies the digital entertainment unit;

transmitting the signature tag to a destination address and storing the signature tag into an account folder that is associated with the customer;

sending the DEU that has failed to a repair facility;

repairing the DEU at the repair facility, and determining the tracks legally obtained by the customer by examining the signature tags in the customer account folder;

loading ~~the tracks~~ replacement media content from a server at the repair facility into the memory of the DEU, wherein the replacement media content is identified by the signature tag;

and

returning the DEU to the customer.

Claim 36 (currently amended): A method for authenticating media content, the method comprising:

receiving a signature tag that identifies a track that is stored in a memory of a digital entertainment unit and that identifies the digital entertainment unit;

wherein the track includes media content;

wherein the signature tag comprises a first part including information about the customer, digital entertainment unit, and source of the track; and

authenticating the track based upon the signature tag; and loading replacement media content from a server into the digital entertainment unit, wherein the replacement media content is identified by the signature tag.

Claim 37 (previously cancelled)

Claim 38 (previously cancelled)

Claim 39 (Original): The method of claim 36, wherein the signature tag comprises:

a second part including content information about the track.

Claim 40 (Original): The method of claim 36, wherein the signature tag comprises:

a header including a destination address for receiving the signature tag.

Claim 41 (Original): The method of claim 36, wherein the signature tag is stored in an account folder.

Claim 42 (currently amended): An apparatus for authenticating media content, the apparatus comprising:

a server configured to receive a signature tag that identifies a track that is stored in a memory of a digital entertainment unit and that identifies the digital entertainment unit, and to permit authentication of the track based upon the signature tag, wherein the track includes media content, and wherein the signature tag comprises a first part including information

about a customer, digital entertainment unit, and source of the track;

wherein replacement media content is loaded into the digital entertainment unit, wherein the replacement media content is identified by the signature tag.

Claim 43 (previously cancelled)

Claim 44 (previously cancelled)

Claim 45 (Original): The apparatus of claim 42, wherein the signature tag comprises:

a second part including content information about the track.

Claim 46 (Original): The apparatus of claim 42, wherein the signature tag comprises:

a header including a destination address of the server for receiving the signature tag.

Claim 47 (Original): The apparatus of claim 42, wherein the signature tag is stored in an account folder.

Claim 48 (currently amended): A method for remote data backup and restoration, the method comprising:

creating a signature tag that identifies a track that is stored in a memory of a digital entertainment unit and that identifies the digital entertainment unit; ~~and~~

transmitting the signature tag to a destination for storage; and

loading replacement media content from a server at the destination into the digital entertainment unit, wherein the replacement media content is identified by the signature tag.

Claim 49 (Original): The method of claim 48, further comprising:

authenticating the track based upon the signature tag.